

SMOKIN TOKEN EXTREME

TROUBLESHOOTING & DIAGNOSTICS SECTION

TROUBLESHOOTING STRATEGY

Use common sense and a systematic method of troubleshooting to determine the exact problem, probable cause and remedy. Use the process of elimination to find the faulty component. Always check for the simple and obvious causes first such as unplugged, loose or broken wires and bad sensors, bent, pinched, stuck or jammed components.

Always remember: When changing components- Power off game, change part, Power on game. Plugging components in with the power on may cause damage.

ERROR CODES

Error Code	Probable Cause	Remedy
Err 01	Ticket Jam	Clear tickets. Re-feed through dispenser making sure tickets pass through opto eye on dispenser. Refer to Tickets Do Not Dispense below.
Err 02 Low or no tickets in ticket tray.	Low or no tickets in ticket tray.	Add tickets, replace switch, and check wiring from main board to switch. Refer to Tickets Do Not Dispense below.
Err 04 Coin Sensor Fault – Game is reading coin at Slot Sensor Board at wrong time.	a. Coin is not triggering coin switch. b. Misalignment of sensors. The green LED should normally be off. c. Faulty sensor board.	a. Coin switch must sound before coin is allowed to score. b. Check all emitters and detectors for proper alignment. Bend by hand. c. Refer to Game Does Not Score below.
Err 08 Eprom CheckSum Error	Game has periodic software checks to ensure program is sound. Err 08 shows if game determines software is faulty.	Replace main eprom (U2) and memory chip (U3)
Err 10 Eprom Write Error	Game software will try to write to memory chip 3 times. Err 10 will show if it fails all 3 times.	Replace memory chip (U3) – Part # A5IC2402
Err 20 Lifter Problem	Lifter sensor faulty. Lift motor faulty. Faulty Cable	Check for lifting at power on. Ensure nothing binding on assembly. Refer to Wheel Not Lifting below.
Err 40 Wheel Speed Fault.	Faulty Motor Cam slipping on motor shaft.	Ensure set screw is tight on motor shaft. Refer to Wheel Not Rotating below.
Err 80 Game Not Reading Wheel.	Wheel position sensor faulty. Silver code wheel decal not reflective.	Check for power to sensor, clean sensor and silver code decal. Refer to Diagnosis Code Wheel below.

TROUBLESHOOTING CHART – BAY-TEK VERSION

Problem		Probable Cause	Remedy
No power to the game.		<ul style="list-style-type: none"> a. Unplugged. b. Circuit breaker tripped. c. Power supply unplugged. d. Power supply shutting down because of 12 V overload. e. Bad power supply. 	<ul style="list-style-type: none"> a. Check wall outlet. b. Reset power strip switch or building circuit breaker. c. Insure unit is plugged into power strip. d. See power supply diagnostics to isolate bad component. A bad motor or 12 volt short would cause this. e. See Power Supply Diagnostic below.
No Audio		<ul style="list-style-type: none"> a. Volume too low. b. Loose wire at control or speaker. c. Main circuit board malfunction. 	<ul style="list-style-type: none"> a. Increase the volume by using push buttons on front doors. Refer to page 9 of manual. b. Check audio cable connections to speaker, interface board, and main circuit board. Cable #'s: 1507 and 1506. Check continuity. c. Replace main board with board from another Gen 5 game if possible to isolate the problem to the main circuit board.
Fluorescent Lighting not functioning properly.		<ul style="list-style-type: none"> a. Fixture unplugged. b. Lamp out. 	<ul style="list-style-type: none"> a. Plug power cable into power strip. b. Replace compact fluorescent bulb. (A5LI0001)
Upper displays not functioning properly.		<ul style="list-style-type: none"> a. Displays frozen. b. Faulty display board. c. Faulty cable. d. Previous board in line faulty. 	<ul style="list-style-type: none"> a. Communication problem with Gen 5. Check 1404 cable (J10) on main board. b. Swap display with working board from other player station. c. Swap cable with working cable. d. Display boards are “daisy chained” together. Refer to Display Board Wiring Diagram below.
Wheel not rotating. Check for 11 Volts DC within the first 5 seconds after power-up.	11 Volts ok but motor does not turn.	Faulty motor.	Replace motor. (A5MO4010)
	11 Volts ok, motor turns, but stops after 5 seconds.	Wheel position sensor faulty.	Refer to Diagnosis Code Wheel below
	11 Volts not present.	<ul style="list-style-type: none"> a. Wheel position sensor faulty. b. Cable problem. c. Faulty Aux Board. d. Faulty Main Board. 	<ul style="list-style-type: none"> a. Replace wheel position sensor. (AACB1451) b. Check cable (#1518 or # 1519) from sensor to aux board on Gen 5. Swap cables to verify. c. Check solder connections and clean phone jack sockets on Aux Board. d. Replace main board.

TROUBLESHOOTING CHART – BAY-TEK VERSION

Problem		Probable Cause	Remedy
Wheel not lifting. (Error 20) At game power on, wheel raises and lowers. Check for 12 Volts DC on motor at power on.	12 Volts ok, but motor does not raise.	Faulty Motor.	Replace motor. (A5MO4010)
	12 Volts not present.	a. Faulty Cable b. Faulty Lift Sensor Board. c. Faulty Aux Board. d. Faulty Main Board.	a. Check cables 1516 and 1517, clean phone connector sockets. b. Swap board from other side. Replace if needed. (AACB1455) c. Check solder connections and clean phone jack sockets on Aux Board. d. Replace main board.
Wheel lifts at power up, but does not come back down correctly.		a. Sensor is “seeing” home position too soon. b. Wheel pauses as it lifts. c. Mechanical jam in Assy. d. Faulty sensor.	a. Sensor should only reflect off metal cam. Ensure that wood lifter is dull and not reflective. b. Cam too close to sensor. Back the cam away 1/16 inch. c. Remove cam from motor and manually raise and lower wheel, making sure it slides freely. d. Swap board from other side. Replace if needed. (AACB1455)
Wheel is always going up and down. (Error 20)		a. Lift sensor not seen. b. Faulty lift sensor. c. Faulty Cable d. Faulty Aux Board. e. Faulty Main Board.	a. Clean sensor and shiny reflective cam. (A5CA4100) b. Swap board from other side. Replace if needed. (AACB1455) c. Check cables 1516 and 1517, clean phone connector sockets. d. Check solder connections and clean phone jack sockets on Aux Board. e. Replace main board.
Game doesn't score. Check for coin up sound at coin dropping through coin mech.	No coin up sound	a. Switch bad in coin mech. b. Disconnected, loose or broken wires. c. Faulty Aux Board. d. No game sound.	a. Replace coin mech. (A5CM-AS-COMP) b. Check connectors. Check for continuity. Clean phone cable sockets. Cable #'s : 1524,1526,1503 c. Check solder connections and clean phone jack sockets on Aux Board. d. Go to No Audio section above.
	Yes – Coin up sound	a. Coin taking too long to get to sensor board. b. Slot sensor board not seeing coin. c. Faulty cable. d. Faulty Interface Board. e. Slot sensor board bad.	a. Clean ramp. Ensure coin passes from coin mech to ramp cleanly. b. Green LED should be OFF normally. It comes ON when sensor is blocked. c. Check cables 1504, 1505. Clean phone connector sockets. d. Swap board from other side. Replace if needed. (AACB8805) e. Replace chip. (ULN2803) Replace board. (AACB1452)

TROUBLESHOOTING CHART – BAY-TEK VERSION

Problem		Probable Cause	Remedy
Game scores wrong values		a. Game is scoring too soon – before coin reaches Slot sensor board. b. Wheel is not raising after any win. c. Dipswitches set incorrectly.	a. Slot sensor board is bad – Align/clean sensors, replace chip, or replace board. (AACB1452) b. Wheel will score double, even if wheel does not raise. Refer to Wheel not Lifting section. c. Check dipswitch settings. Refer to quick reference guide below.
Tickets do not dispense or Wrong amount dispensed. Check for the correct amount of tickets adding up on Tickets Owed Display	Tickets Owed Display is adding up correct.	a. Opto Sensor on ticket dispenser dirty. b. Faulty ticket dispenser. c. Notch on tickets cut too shallow. d. Faulty cable. e. Faulty Interface Board. f. Faulty Aux Board. g. Faulty Main Board.	a. Blow dust from sensor and clean with isopropyl alcohol. b. Replace with working dispenser to isolate the problem. (A5TD1) c. Flip tickets and load upside-down to have large cut notch toward opto sensor. d. Check cables 1503, clean phone connector sockets. e. Swap board from other side. Replace if needed. (AACB8805) f. Check solder connections and clean phone jack sockets on Aux Board. g. Replace main board.
	Tickets Owed Display is not adding correctly	a. Incorrect dipswitch settings. b. Game is scoring too soon – before coin reaches Slot sensor board.	a. Check settings on main Gen 5 board. Check dipswitch settings. Refer to quick reference guide below. b. Slot sensor board is bad – Align/clean sensors, replace chip, replace board. (AACB1452)

DIAGNOSE CODE WHEEL

The silver code wheel decal, attached to the back side of the wheel, must work properly to identify slot location and ticket payout.

To check for proper operation;

1. Press and hold red button on side 1. (Left side from front of game.)
2. Continue holding as display cycles through SND, and nnn, and release red button as numbers start scrolling on displays.
3. The display will count up from zero to 15.
4. If a slot number is skipped as the wheel rotates past the coin slot hole, the wheel position sensor (AACB1451) is not reading the silver code wheel decal (A5DE4103)
5. Replace the wheel assembly and retest.
6. Press and hold red button again to exit diagnostics.

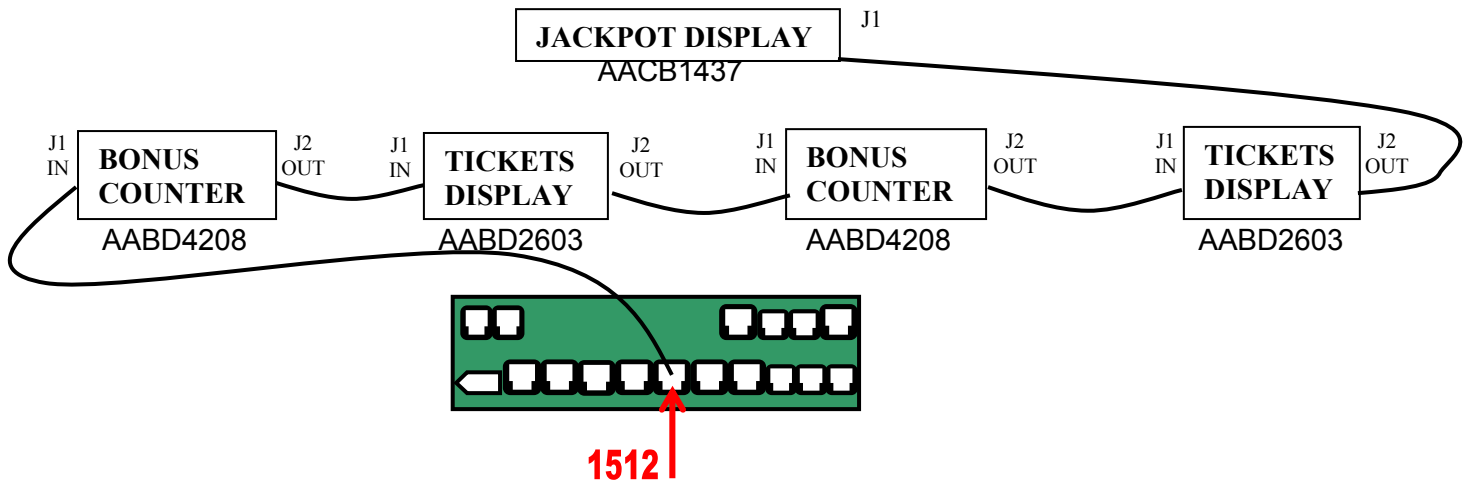
Error 80 - Wheel not being seen.	a. Dirty sensor or decal. b. Ripped or dull silver decal. c. No power to sensor board. d. Faulty sensor board. e. Faulty cable.	a. Remove wheel and clean optos and silver decal on back of wheel. b. Replace decal. (A5DE4103) c. Insure green LED on board is ON. d. Replace wheel position sensor. (AACB1451) e. Check cables 1518, 1519 going to Aux board: clean phone connector sockets.
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Display Board Wiring Diagram

The display boards are connected from one board to the next using the OUT from the previous board to the IN on the next board. Refer to diagram.

If one display board is faulty, the boards after that would not light up

THIS DIAGRAM IS LOOKING FROM BEHIND THE GAME



READ - IMPORTANT: If the problem cannot be resolved using the steps in the following chart, it could be caused by a faulty main board, or the software associated with that board. The problem may be isolated by installing a Gen 5 board, and/or sound and software chips, from another Gen 5 game to see if the problem persists. Insure that the software chip is from an identical game or additional problems may result. Refer to Technical Support section for information on Baytek repairing your unit.

Diagnose Power Supply

Use the following procedure to check the power supply for Gen 5 games.

Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits, such as a bad motor

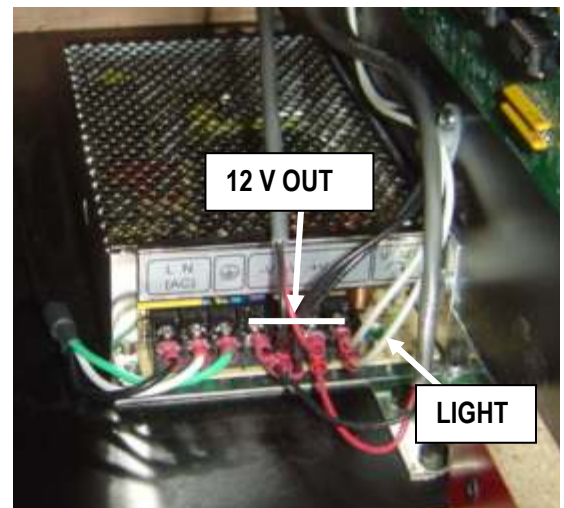
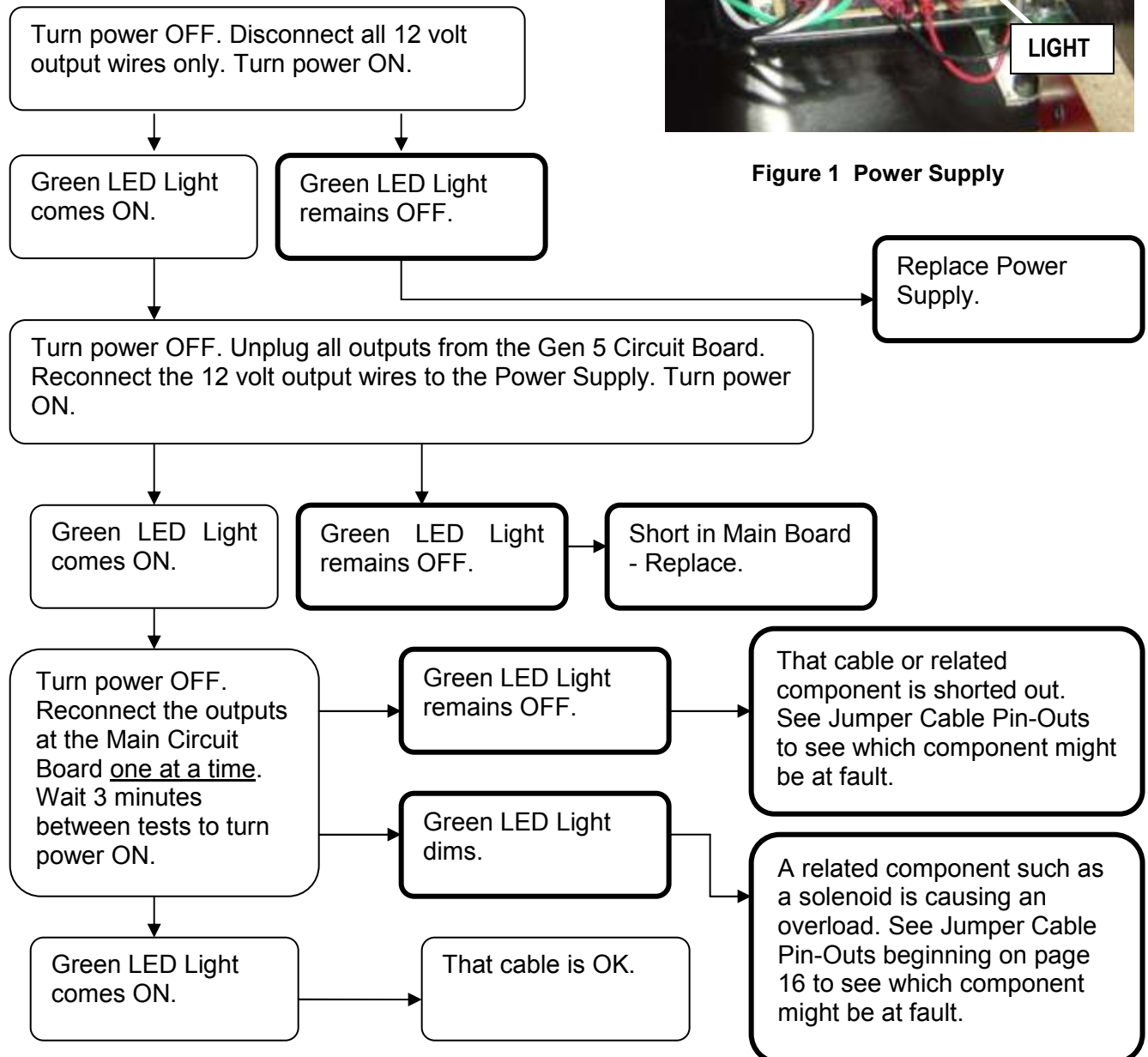


Figure 1 Power Supply



Dipswitch Settings – Pocket Version

NON-PROGRESSIVE DIP SETTINGS

S1 (BANK 1) X = ON O = OFF

<u>SWITCH#</u>	<u>FUNCTION</u>
<u>1</u>	<u>TICKET PAYOUT</u>
O	* STANDARD PAYOUT PATTERNS
X	FIXED (NJ) PATTERNS
<u>2</u>	<u>POWER LOSS MEMORY</u>
O	* TICKETS NOT STORED IN MEMORY
X	TICKETS ARE STORED IN MEMORY
<u>3</u> <u>4</u>	<u>UNUSED</u>
<u>5</u> <u>6</u>	<u>BONUS SHOT TIME</u>
O O	* 20 SECONDS
O X	7 SECONDS
X O	14 SECONDS
X X	25 SECONDS
<u>7</u> <u>8</u>	<u>UNUSED</u>

<u>FIXED(NJ) TICKET PATTERNS</u>	
<u>PATTERN</u>	<u>TICKET AMOUNT</u>
#1	5 Tickets regardless of score
#2	6 Tickets regardless of score
#3	7 Tickets regardless of score
#4	8 Tickets regardless of score
#5	9 Tickets regardless of score
#6	10 Tickets regardless of score
#7	11 Tickets regardless of score
#8	12 Tickets regardless of score

S2 (BANK2) X = ON O = OFF

<u>SWITCH#</u>	<u>FUNCTION</u>
<u>1</u> <u>2</u>	<u>BONUS AMOUNT</u>
O O	* 1000
O X	250
X O	500
X X	2000
<u>3</u>	<u>HALF TICKET PAYOUT (D&B)</u>
O	* OFF
X	ON
<u>4</u>	<u>UNUSED</u>
<u>5</u>	<u>1 MERCY TICKET</u>
O	* OFF
X	ON
<u>6</u> <u>7</u> <u>8</u>	<u>TICKET PATTERN</u>
O O O	* #1
O O X	#2
O X O	#3
O X X	#4
X O O	#5
X O X	#6
X X O	#7
X X X	#8

PROGRESSIVE DIP SETTINGS

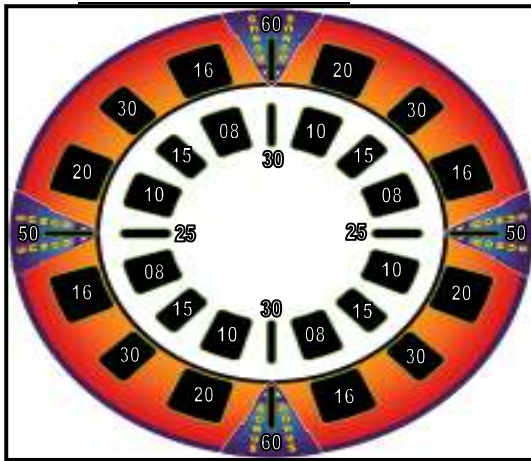
S1 (BANK 1) X = ON O = OFF

<u>SWITCH#</u>	<u>FUNCTION</u>
<u>1</u> <u>2</u> <u>3</u> <u>4</u>	<u>JACKPOT LIMITS</u>
O O O O	* 250 - 9999
O O O X	50 - 250
O O X O	50 - 500
O O X X	100 - 500
O X O O	100 - 1000
O X X O	250 - 1000
O X X X	250 - 2500
X O O O	250 - 5000
X O O X	500 - 1000
X O X O	500 - 2500
X O X X	500 - 5000
X X O O	500 - 9999
X X X O	1000 - 5000
X X X X	1000 - 9999
<u>5</u> <u>6</u>	<u>UNUSED</u>
<u>7</u> <u>8</u>	<u>BONUS SHOT TIME</u>
O O	* 20 SECONDS
O X	7 SECONDS
X O	14 SECONDS
X X	25 SECONDS

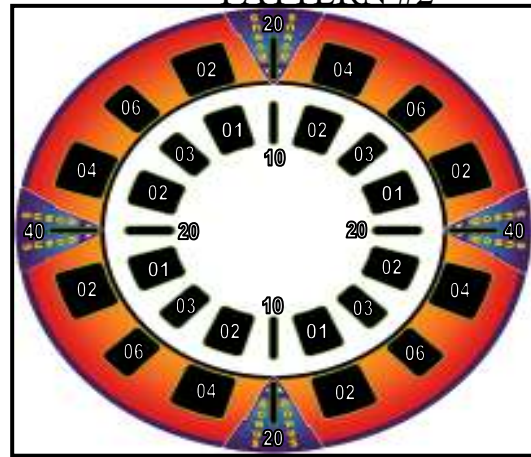
S2 (BANK2) X = ON O = OFF

<u>SWITCH#</u>	<u>FUNCTION</u>
<u>1</u>	<u>BONUS INCREMENT</u>
O	* 1
X	2
<u>2</u>	<u>UNUSED</u>
<u>3</u>	<u>HALF TICKET PAYOUT (D&B)</u>
O	* OFF
X	ON
<u>4</u>	<u>UNUSED</u>
<u>5</u>	<u>1 MERCY TICKET</u>
O	* OFF
X	ON
<u>6</u> <u>7</u> <u>8</u>	<u>TICKET PATTERN</u>
O O O	* #1
O O X	#2
O X O	#3
O X X	#4
X O O	#5
X O X	#6
X X O	#7
X X X	#8

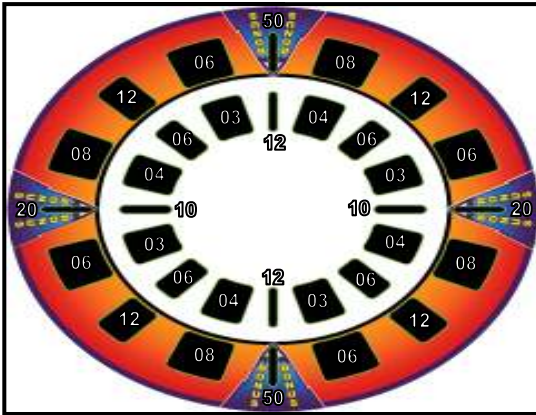
PATTERN #1



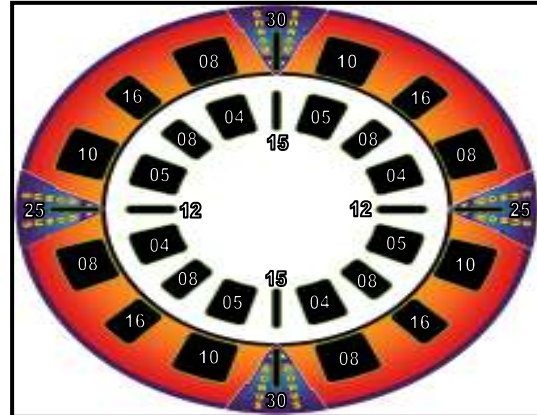
PATTERN #2



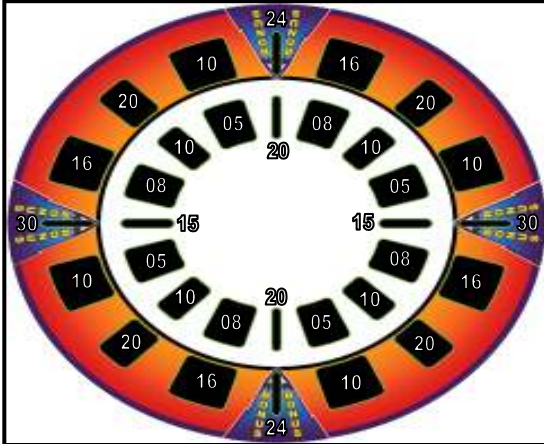
PATTERN #3



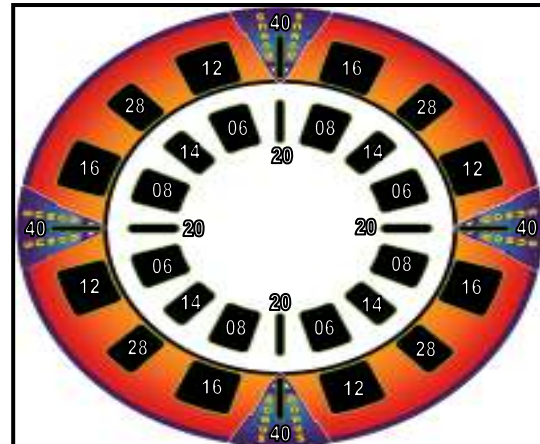
PATTERN #4



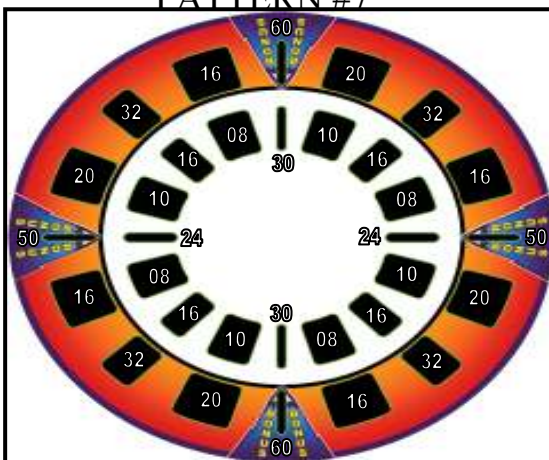
PATTERN #5



PATTERN #6



PATTERN #7



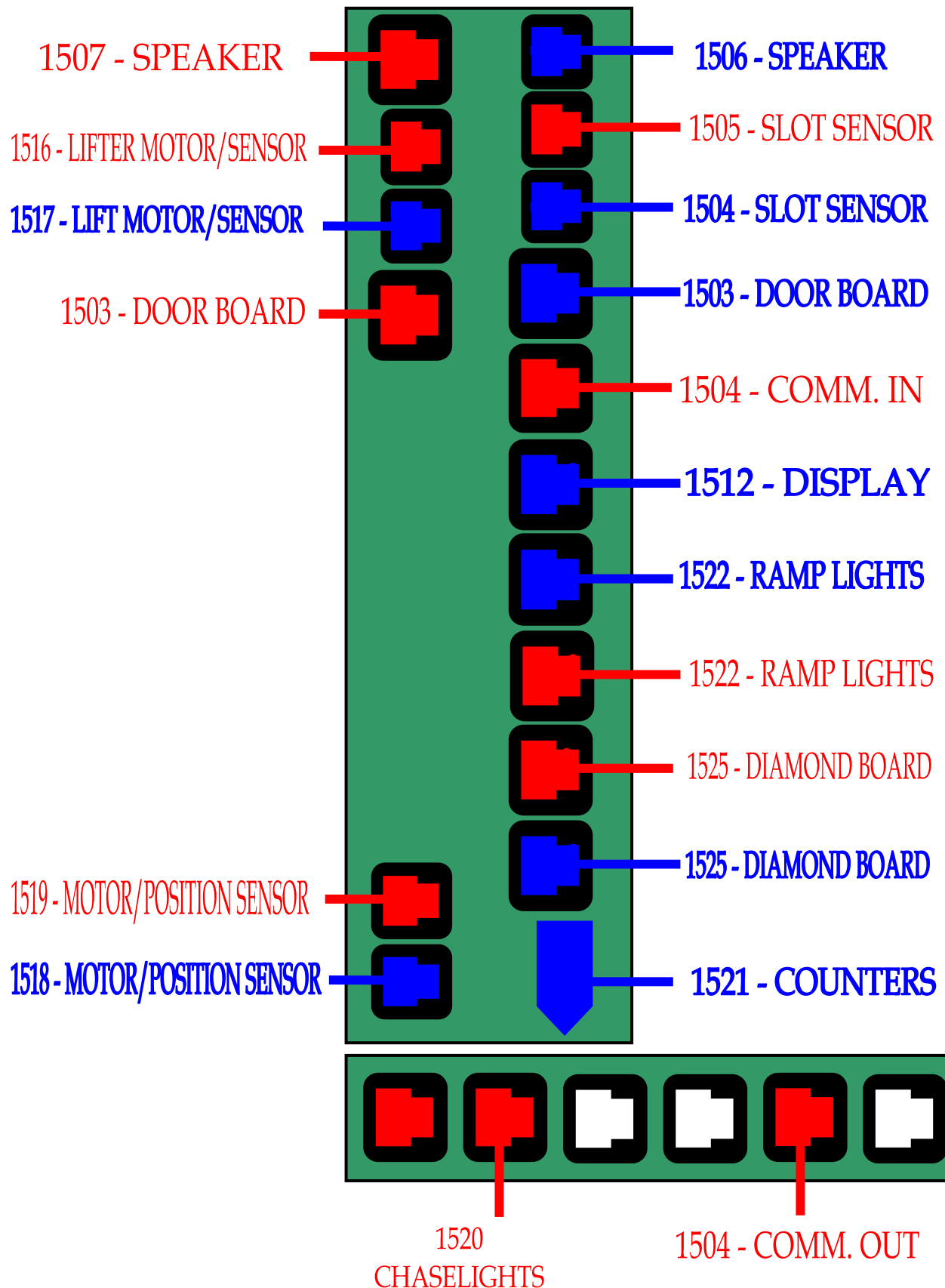
PATTERN #8



CABLE INPUTS TO AUX BOARD

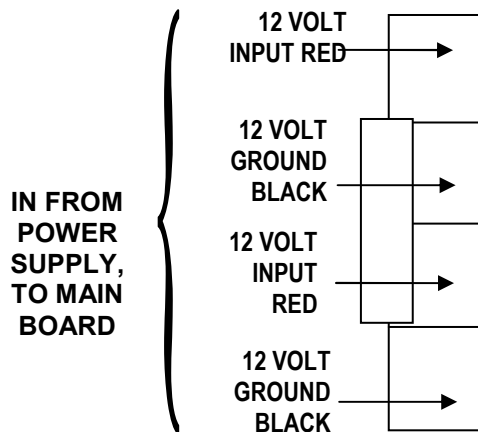
RED = SIDE 1

BLUE = SIDE 2

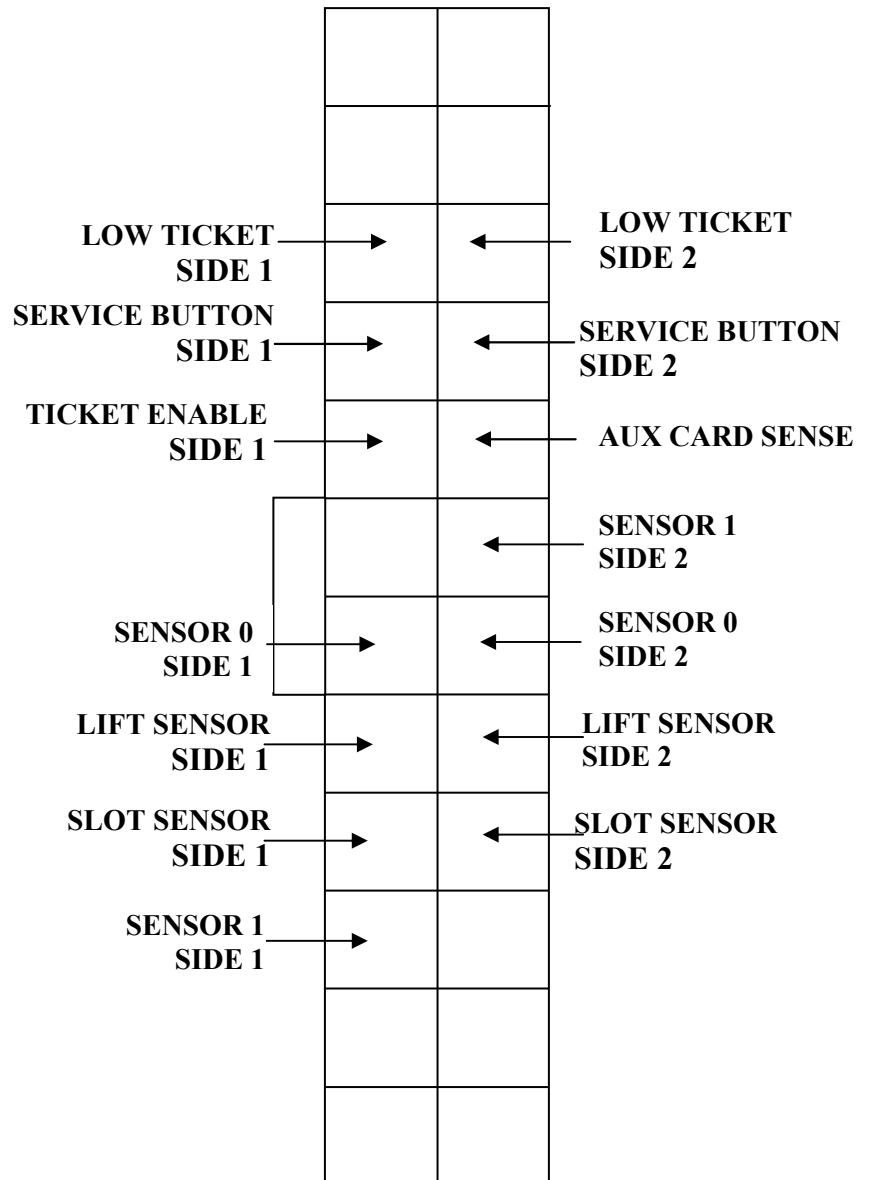


ELECTRICAL DRAWINGS SECTION

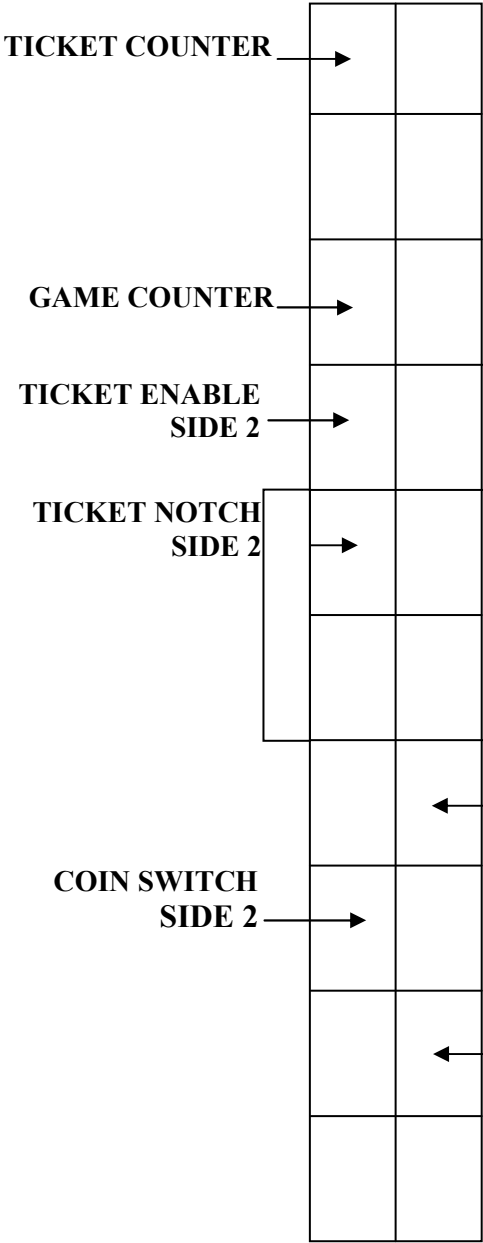
12 VOLT JUMPER CABLE (J1) CONNECTOR



(J3) CONNECTOR – ST EXTREME



(J4) Connector – ST Extreme



(J5) Connector – ST Extreme

